

by the numbers

- 46** people at the Nevada State Library – for the hands-on day-long training
- 5** XR systems were set up in the state library's 'make shift' space – making this the most techie action at the state library in over a decade!
- 50%** of people had engaged with three or more webinars prior to the training
- 65%** of people had consulted the State Library XR webpages in July – most popular pages *About the XR Libraries Program and Timeline*
- 7%** of people have created a profile in XRLearn
- 100%** of participants say they learned something from the daylong training.
- 96%** feel confident about using what they've learned
- 100%** say they will apply what they learned, and this will help improve public services!
- 65%** of participants say they need continued support and communication from XR coaches
- 2** news stories (check 'em out!)
[Nevada Appeal](#) and [Channel 2 News Reno](#)

👍 bonus!

UNR's Mathewson IGT Knowledge Center @Reality team is joining the NV XR Libraries pilot as expert coaches, available for 1:1 troubleshooting and more. Thank you, Luka & Michelle!

The Nevada State Library received an XR set up and will join the group to make 12 pilot libraries for the year-long program!

Each pilot library partner will ALSO receive an Oculus Rift and Oculus Go (!)

Each library received a hygiene kit!

🧠 opportunities

leveraging the support from UNR's @Reality!

Continue professional development and training through webinars and follow up site visits

Develop partnerships with workforce development efforts aimed at adults

Connect at NLA in October as a cohort

Development through engaging with XRLearn

Cataloging content to drive access

Word for Word 🗣️

Instruction

The instruction was very informative and hands-on.

The training was very insightful on how to present VR to patrons.

Fool proof quick set-up and run instructions in print provided with (not after) the hands-on walk through would be helpful.

I believe this will be of high interest and am eager to discover programming potential, as I become more familiar with the technology.

There are a wide variety of applications that can be used in a wide array of ways, the XR Coaches have been very helpful and approachable in this process.

XRLibraries have been great!

Libraries = Education all about the content

Patrons should enjoy interactive 3D learning more than a standard stationary book.

I'm satisfied that expanding resources to technology for our patrons, enhances learning and improves services.

I believe this will be helpful to some patrons.

I imagine this will be very entertaining and can help (especially lower income patrons) develop greater digital literacy.

The content offers potential opportunities for programs to tie into education, science, biology and art.

Libraries are finally on the cutting-edge instead of trying to catch up.

This content will keep us up to date.

From the testimonials I hear, it is valuable in improving library services.

So far so good! I love the sample lesson plan and the blank lesson planner.

Resource Management

By allowing public hands on to technology they might not have the resources to normally use will help improve library services to the public.

Our library would not be able to provide VR services without XRLibraries.

I believe this will introduce more technology into the country and will pave the way for the introduction of more technology in libraries.